

David 'Speedy' Harbinger

| David 'Speedy' Harbinger | |
|------------------------------|-------------------------------|
| No image | |
| Species: | Nepleslian |
| Gender: | Male |
| Age: | 23 |
| Family (or Creators): | Gabriel Harbinger (Father) |
| Zodiac Sign: | Cancer |
| Height: | 6'3 |
| Weight: | 170 lbs. |
| Bra Size: | Hey, I'm a guy! Geez... |
| Organization: | SMDIoN |
| Rank: | Soldier 3rd class |
| Occupation: | Technical Sentry |
| Current Placement: | CSS |
| Theme song: | Hell March 3 (Frank Klepacki) |

David in Roleplay

David is a [Player Character](#) played by [mad](#) and is currently involved in the Cirrus Station plot.

Physical Characteristics

Height: 6'3 Mass: 170 lbs. Measurements: No comment Bra Size: Hey, I'm a guy! Geez...

Build and Skin Colour: Thin but muscular, with tan skin.

Facial Features and Eye Colour: He has green eyes, but one of them is cybernetic, with a scar on that side of his face, he also has a goatee.

Hair Colour and Style: Blond, kept relatively short.

Distinguishing Features: He has a tatoo that resembles a crow with the hilt of a sword cluched in its talons, located on his right bicep. (See history) Cybernetic left arm, and right eye

Psychological Characteristics

Personality: Impatient, dour, and excitable. He got the nickname 'Speedy' because of his preferred use of the 'quick fix' blowing it down, pick up the pieces later. He can be seen wearing a techie uniform.

Likes: Mechines, speed and explosions. **Dislikes:** Banality and EMP weapons **Goals:** Survival

History

Pre-RP

Family: David is a native to Nepleslia, he has no knowledge of his biological family, the only 'true' family he had was a gang known as the 'Blade Crows' and he has a tattoo to prove his former loyalty. Tasks and losses: His tasks in his gang was as a hacker, demoman, and general communications guy, plus he has seen action, so he can hold his own in combat. He also lost his left arm and right eye in gang wars, and with his various 'sources' managed to get them replaced with cybernetics, his arm was fitted with a 12" long blade so he whould always have a weapon. He learned maintenance so he could perform upkeep on his arm and eye, and melee combat due to the nature of his gang. Downfall and redemption: He became a member of the Nepleslian military after his gang was destroyed in its last war, and he was trained as a tech sentry because of his knowledge in mechanics, exposives, combat, and info tech.

Service Record

David is currently assigned to the [Cirrus Station](#).

Skills

Maintenace and Repair

David is practiced in cybernetic maintenance, and is trained in general starship and power armor maintenance. Not being an expert at these, he can at lest keep them running under normal operational parameters.

Fighting

David has been trained in blades and light sidearms from his experience in gang wars, using the blade in his forearm as a katar. (punching dagger) In his training as a tech sentry, he also learned power armor operation, and the use of heavier sidearms.

Physical

David is in excellent physical shape and has considerable endurance.

Communication

David is well versed in English, and has use many forms of communications, including E-mail, instant massaging, radio, etcetera.

Survival and Military

Survival is kind of needed by all Nepleslian soldiers, and David is no exception. If he needs water, he'll know how to find it, if he needs shelter, he know how to make it, if he needs food, he'll know how to hunt it.

Demolitions

David always had a fascination with explosives, and had spent time as the demoman for his gang, then he learned how to detect and dispose of explosives as part of his demo training with the army.

Information Technology

David has been using the NSA OS for most of his time as a hacker, being able to 'acquire' info for his gang, and that became useful when dealing with consoles and computers that use the NSA OS.

Inventory

Clothing

Bunkwear 2 T shirt, white, with fleet number on the right chest 2 Pairs of ankle length pajama pants, blue
1 Pair of slip-on flexi-shoes, brown

Star Army Uniforms

2 Button-up short-sleeved overshirt, blue, with rank patches on shoulder pads and name plate 4 [T-Shirts](#), white 4 underwear, white 2 Blue jeans 1 Garrison hat, blue, with flash patch 1 pair of finger-cut gloves, leather, brown 1 pair of shoes, brown 6 pair boot [Socks](#), white 1 double-strap belt, brown

Weather Gear

N/A

Workout Clothing and Undergarments

2 Short-sleeved mocks with fleet number on the right chest, blue 2 Work-out shorts, light blue 1 Pair of trunks, blue, fleet number on right leg

Accessories and Weapons

1 Pistol belt, brown, with HHG holster 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines 1 pair of identification tags, metal, with name and hometown 1 [Canteen](#), 1 quart 1 [AwesomeCorp DataJockey](#) 1 Wallet with the Naval Corps Insignia plated on it.

Personal Hygiene

N/A

Electronics

- Electronic Money Card (DA)

Miscellaneous

N/A

Finances

David 'Speedy' Harbinger is currently a Soldier 3rd class in the Nepleslian Army. He receives a weekly salary of -salary- per week.

| Total Savings | Addition | Subtraction | Reason |
|---------------|----------|-------------|----------------|
| 6000 DA | | | Starting Funds |

OOC Discussion

Other notes: His left arm has a 12” blade concealed in the forearm, (Deployed by a pressure plate in the palm) It’s not meant for dexterous work, it’s mainly meant as housing for his blade, and to provide high strength behind his punches. It has a maximum carrying capacity of 300 lbs. before it starts to fail, 375 lbs. before it brakes. His right eye sees in IR, it looks like it is glowing green.

| Character Data | |
|---------------------|----------------------------------|
| Character Name | David 'Speedy' Harbinger |
| Character Status | Inactive Player Character |
| Approval Thread URL | stararmy.com/... |

From:
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=characters:nepleslia:david_speedy_harbinger

Last update: **2024/03/24 08:18**

